

ESCAPE FROM PLANET X

GAME INSTRUCTIONS

November 1, 1988

For Use on the Commodore 64 and 128

NOTE: Before playing the game, you should first become familiar with your new Voice Master. In particular, review calibration and microphone techniques. This disk is not copy protected and we recommend that you make a backup.

Training for Voice Recognition

Escape From Planet X uses a different voice recognition program than the one that comes with your Voice Master. If you have a Commodore 128, you must put it in C64 mode. Plug the Voice Master cable into control port 2. It is very important that you do a cold boot before running the game. This can be accomplished by either turning the computer off and then back on, or type SYS 64738. The disk contains three programs: a vocabulary training program, a hint program, and the actual game. You must run the training program first before you can use voice recognition so that your computer can recognize your spoken commands. After you have trained the vocabulary, your voice patterns are saved to disk so that it is not necessary to retrain the entire vocabulary the next time you want to play.

Escape From Planet X can be played without voice recognition. Just unplug the Voice Master from the game port and use the keyboard instead.

To run the training program, type

```
LOAD "TRAINER",8  
RUN
```

The training program lists all 32 voice commands used in the game. To train the entire list, press T. After training the entire list, try testing the recognition accuracy by pressing R. Test each of the four groups of words. When satisfied with the results, press S to save your voice patterns onto the disk. Once trained, you need not repeat this procedure each time you wish to play. However, if someone else wishes to play, he must retrain the program to recognize his own voice.

If you get errors when testing the recognition, such as the wrong word or the computer responding with, "You might have said...", then retrain that particular word by entering the corresponding index number. You will next be asked if you wish to blank the previous pattern. If you don't blank the word, repeated trainings will be averaged. This might improve recognition accuracy with certain words and voices.

Starting the Game

You can start the game from the TRAINER program by typing "X" from the prompt, or by typing the following from BASIC:

```
LOAD "PLANET X.0",8,1  
SYS 4096
```

Escape From Planet X is a text adventure game. You control the game by entering text commands, either by voice or by keystrokes. Whenever the message "(More)" appears at the bottom of the screen, press any key or say

any word to advance to the next screen. The top third of the screen indicates what commands are available at the moment. The commands are entered by either pressing the letter next to the command, or by saying the command next to the letter. Generally, the first set of commands are the verbs, which determine the next set of command which follow: objects, directions, or prepositions. Because there are many more objects than available voice commands, objects are referenced by the numbers one through five. For example, when you say, "Use", the next screen might be displayed as:

- A. 1 - some leather straps
- B. 2 - some strange machines.

To select leather straps, you would say "one" and not "some leather straps". You can also select leather straps by pressing the letter "A" on the keyboard.

Escape From Planet X, unlike most other text adventure games, does not have a "look" command. Instead, use the "examine" verb to either examine an area or examine an object.

To suspend the game for any reason, such as wanting to talk to something other than the computer, press the up arrow key. An up arrow character will be displayed in the upper right hand corner of the screen. Hit any key to continue playing.

The special keys listed below do the following:

- F1 - Restore game. This will place you in the game at the same position it was saved from.
- F3 - Enter training menu. This lets you retrain the voice command words in case someone else wants to take over, or if your voice changed. Identical to the TRAINER program except you cannot test the recognition.
- F5 - Quit. You will be asked if you really want to do this. Quitting will reset the computer.
- F7 - Save Game. This will let you save your current game so that you don't have to start completely over next time you want to play.
- <-- (Left arrow key) Cancel current command. This is a method to cancel a bad move which can happen occasionally if the computer recognized the wrong command.

Up Arrow Key - Suspends game and recognition.

HINTS

Escape From Planet X is a sophisticated game with plenty of rooms to explore and objects to collect. Just when you thought of all possibilities, try an improbability. Or, quit the game and run the HINT program. Do this by typing

```
LOAD"HINTS",8  
RUN
```

and follow the prompts. Also, there are hints in the REM statements in the TRAINER program listing.